AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. – 11. (Cancelled)

12. (Currently Amended) A distributed computer system, comprising:

a client;

a server operatively connected to the client;

a client-side transport packager located on the client;

a server-side transport packager located on the server;

means for creating an internal representation using a root object of the object graph;

means for instantiating a cast object graph using a casting rule and the internal representation,

wherein the cast object graph comprises a plurality of objects,

wherein each of the plurality of objects references at least another one of the plurality of objects,

wherein an original name associated with each of the plurality of objects is modified in accordance with the casting rule, and

wherein the casting rule defines how to modify the original name associated with each of the plurality of objects

~~; and~~

~~means for populating the cast object graph with an object, wherein a name of the object is modified in accordance with the casting rule~~.

13. (Original) The distributed computer system of claim 12, further comprising:

means for instantiating a cast object graph attribute using the casting rule and the internal representation.

14. (Original) The distributed computer system of claim 12, further comprising:

means for retrieving the root object using a variable usage specification.

15. (Original) The distributed computer system of claim 12, further comprising:

means for obtaining a class definition, wherein the class definition is used to create the internal representation.

16. (Original) The distributed computer system of claim 15, wherein the class definition is generated at runtime by a transport packager.

17. (Original) The distributed computer system of claim 12, wherein the casting rule comprises a casting method.

18. (Original) The distributed computer system of claim 17, wherein the casting method implements a mapping method.

19. (Original) The distributed computer system of claim 17, wherein the casting method implements a suffix method.

20. (Original) The distributed computer system of claim 17, wherein the casting method implements a parser method.

21. (Original) The distributed computer system of claim 12, wherein the internal representation is a serialized file.

22. (Currently Amended) A distributed computer system, comprising:
a client;
a server operatively connected to the client;
a client-side transport packager located on the client;
a server-side transport packager located on the server;
means for retrieving a root object of the object graph using a variable usage specification;
means for obtaining a class definition, wherein the class definition is used to create an internal representation;
means for creating the internal representation using the root object of the object graph;
means for instantiating a cast object graph using a casting rule and the internal representation,
wherein the cast object graph comprises a plurality of objects,
wherein each of the plurality of objects references at least another one of the plurality of objects,

wherein an original name associated with each of the plurality of objects is modified in accordance with the casting rule, and

wherein the casting rule defines how to modify the original name associated with each of the plurality of objects;

~~means for populating the cast object graph with an object, wherein a name of the object is modified in accordance with the casting rule;~~ and

means for instantiating a cast object graph attribute using the casting rule and the internal representation.

23. (Cancelled)